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NINTENDO DSI™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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This is the Diamond version of Pokémon. The main difference between this game and the Pearl version is how often and which types of Pokémon appear. Pokémon Diamond can communicate with the Pearl version using Wireless Communication. It can be linked to the Ruby, Sapphire, FireRed, LeafGreen and Emerald versions using the Dual Slot function of the Nintendo DS. It is not possible to communicate with the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium, Pokémon Stadium 2 for the N64, or Pokémon Colosseum, Pokémon XD, or Pokémon Box for the Nintendo GameCube, or any Pokémon Battle-e Cards.

YOUR ADVENTURE BEGINS

In this world live creatures called Pokémons. Humans and Pokémons have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists—such as Professor Rowan of Sandgem Town—have dedicated their lives to Pokémon research.

One day, in search of rare Pokémons, you and your friend take a hike around the lake close to your town. While looking around the lakeside, you see two strangers talking about Pokémons. After they leave, you realize that they left a briefcase behind. You and your friend talk about what to do with the briefcase.

* In Pokémon Diamond, you can choose from either a boy or girl. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

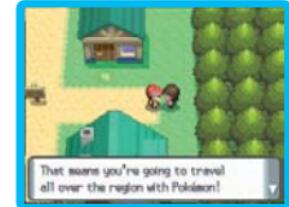
* Pokémon Diamond uses the clock feature of the DS system. Please do not change the DS system you are using or change the time setting of your DS system. This will affect your adventure such as how Berries grow in the game.



OBJECT OF THE GAME

© Set out for adventure in the Sinnoh region!

The Sinnoh region is filled with many strange and mysterious wonders. Your adventure will mature you as a trainer and have you cross paths with many people. Only with the help of friends and the cooperation of your Pokémons will you be able to complete this daring adventure.



© Catch Many Different Pokémons!

Your goal is to complete your Pokédex by collecting lots of different kinds of Pokémons. When you catch a Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Rowan every once in a while to have him rate how complete your Pokédex is.

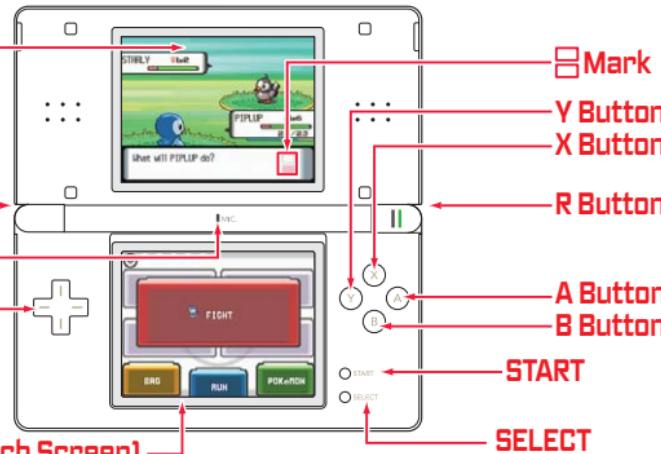
* In order to catch all the Pokémons in the Sinnoh region, thus completing your Pokédex, you must trade with the Pearl version. Work together with your friends to get your Pokédex as complete as possible!

© Become the Best Trainer Ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle wild Pokémons, as well as other Trainers. Both types of battles will help you and your Pokémons become stronger. There are also Pokémon Gyms in the Sinnoh region, each of which has a very talented Trainer known as the Gym Leader. Only those who defeat the Gym Leaders will be accepted as true Trainers. It will be a tough fight, but you must be brave and charge into battle!

BASIC CONTROLS

Top Screen



L Button

Microphone

+ Control Pad

Lower Screen (Touch Screen)

* Closing the Nintendo DS while playing will automatically put it into Sleep Mode. Opening the Nintendo DS will resume the game.

+ Control Pad · Move around in the field or move the cursor on menu screens.

A Button Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.

B Button Cancel a command. **If you have the Running Shoes, you can run while holding down the B Button.**

X Button Open the Menu (see page 10).

Y Button Use a Key Item that you have Registered (see page 29).

L or R Button · Cycle through selections when available.

* Cannot be used if you set button mode to L=A (see page 14).

START Start the game, move the cursor, or select or quit the slot machine.
SELECT Organize or switch items.

□ Mark The top square means Top Screen, and the bottom square means Touch Screen. When this is displayed in red, it means control has moved to the Touch Screen. When displayed in blue, it means to pay attention to the Top Screen.

Touch Screen Controls

The Touch Screen is used at various times during your adventure. When control has moved to the Touch Screen, touch or slide icons for control according to the situation.

In this Instruction Booklet, a blue frame surrounds the top screen and a pink frame surrounds the Touch Screen.

During Battle (see page 15)

Displayed during battle. Touch any button to select.



Pokémon Watch (PokéTch) (see page 30)

You will receive a PokéTch during your adventure. The PokéTch has many useful functions that will aid you along the way.

Other than the above, there are other situations that will use the Touch Screen for control.



STARTING THE GAME

1. Make sure the Nintendo DS system is turned off. Insert the Pokémon Diamond Game Card into the Game Card slot on the back of the system and push until it clicks into place.
2. After you turn the power on, the Health and Safety Screen is displayed (shown to the right). After fully reading the information, touch the Touch Screen to continue.
3. Touch the Pokémon Diamond panel on the DS Menu Screen to start the game.
* If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.
4. Press the A Button or START on the title screen to start the game.



Starting a New Game

At first, Professor Rowan will explain the game to you. When you are done reading, select "NO INFO NEEDED" and press the A Button.

* If you select "NEW GAME" and already have a saved game, you will not be able to save. You will need to delete your saved data if you would like to restart the game from the beginning (see page 9).



Choose a Gender

Select your gender. Use the **+** Control Pad to highlight one, then press the A Button to decide.



Decide on Your Name

Enter a name for your character. To enter a name, touch a letter on the Touch Screen, or use the **+** Control Pad to highlight a letter and press the A Button. If you make a mistake, touch "BACK" or press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!

* Remember, your gender and name cannot be changed later.

Continue

Continue playing from the last place you saved (see page 13).

* "CONTINUE" will be added to the Start Menu after you save the game.

* Saving the game can be done by selecting "SAVE" on the Menu Screen (see page 13).

* To delete your saved game, go to the Title Screen, then simultaneously press Up on the **+** Control Pad, SELECT, and the B Button. Once your saved data is deleted, it CANNOT be restored. Please be careful when deleting your saved data. (All Pokémons and items will be deleted.)



THE MENU SCREEN

Press the X Button to bring up the Menu Screen.

* Some selections will be added to the Menu Screen by progressing through the adventure.



POKéDEX
[see page 10]



POKéMON
[see page 11]



BAG
[see page 12]



TRAINER CARD
[see page 13]



SAVE
[see page 13]

POKéDEX

Information is recorded here about Pokémons you see and catch. Use the Touch Screen or \square Control Pad for control. "SEARCH POKéMON" will enable you to search for Pokémons by alphabetical or numerical order.

CHECK POKéDEX

In addition to reviewing a Pokémons data, you can listen to their cries, check out where they live, or see how large they are compared to you. "BACK" on the Touch Screen takes you to the previous Pokémon and "NEXT" takes you to the next Pokémon.

Dial

Slide to rotate it. The list on the Top Screen will move back and forth.

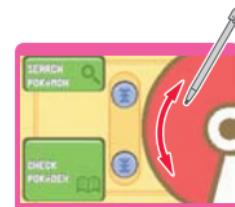
Top

Touching the icon takes you to the beginning or end of your Pokédex.



* Bag styles will differ for boy or girl.

OPTIONS
[see page 14]



POKéMON

View your party Pokémons summaries and change their order in the battle lineup. Touch the Touch Screen or press the A Button to select a Pokémon.

Summary

Displays the status of each of your Pokémons, such as current level, Experience Points, and so on. Touch the Touch Screen or press Left and Right on the \pm Control Pad to switch pages. Press Up and Down on the \pm Control Pad to switch Pokémons.



* Some selections will be added to the Pokémon Menu by progressing through the adventure.



Checks basic information.
Current Experience Points also can be checked [see page 21].



Checks Pokémons nature or preference of taste.



Checks stats. (Such as Attack, Defense, Special Attack, Special Defense and Ability.)



Checks Condition used in Contests [see page 24].



Checks Moves. Press the A Button to display detailed info on a Move. Press the A Button once more to switch a Move's order. Use Up or Down on the \pm Control Pad to choose a position.



Checks Pokémon Contest Moves [see page 24]. Press the A Button to display detailed info on a Move. Press the A Button once more to switch a Move's order. Use Up or Down on the \pm Control Pad to choose a position.



Displays Ribbons the Pokémon has. Press the A Button to check Ribbon details.



Returns to the previous screen.

• Switch

You can change the order of the Pokémons in your party.

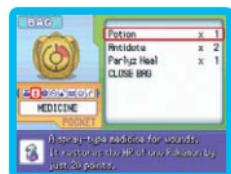
• Item

Give an item or mail to your Pokémons to hold, or take it back.

• Bag

You can store your items here. Items are automatically divided in your bag. Touch the Touch Screen or press Left or Right on the Control Pad to change screens.

* Bag styles will differ between the boy and girl.



 Items
[see page 26]

 Medicine
[see page 26]

 TMs & HMs
[see page 26]

 Berries
[see page 27]

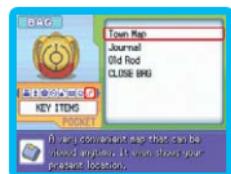
 Battle Items
[see page 29]

 Key Items
[see page 29]

How do you arrange the items in your Bag?

Open your Bag, move the cursor to an item you want to move, and press SELECT. Next, move the cursor to the place where you want to move the item, then press SELECT or the A Button.

* You cannot move an item to a different pocket.



• YOUR NAME' (Trainer Card)

View your own Trainer Card. On the front it displays information such as your ID Number, the amount of money you have, the number of Pokémons you've seen, and how long you've been playing. By pressing the A Button, you can also see the back side. After having traded or fought, it will display how many times you've traded Pokémons and your battle record with friends. You can also view the Gym Leaders you have defeated and Badges you have obtained by touching the Touch Screen.

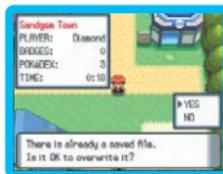


• Save

You can save your game at any time, except during a battle or Contest. By choosing "CONTINUE" on the Start Menu, you can continue playing from the last place you saved [see page 9].

* Do not turn the Nintendo DS system off or remove the DS Game Card until the game has finished saving.

* Warning! If you select "NEW GAME" and already have a saved game, you will not be able to save [see page 8].



Options

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the Control Pad to select a setting, then press Left and Right on the Control Pad to change it. Select "CONFIRM" on the bottom of the menu and press the A Button to save the changes. Press the B Button to cancel changes.

Text Speed

Set the speed at which the text will appear to "SLOW," "MID," or "FAST."

Battle Scene

Turn Battle Animations "ON" or "OFF."

* If "OFF" is selected, the actions of Pokémons during a battle will be displayed only by text on the screen.

Battle Style

Choose one of these Battle Styles to use when fighting Pokémon Trainers.

Shift You may switch Pokémons when your opponent's Pokémons has fainted.

Set You will continue to battle with your currently selected Pokémon after your opponent's Pokémon has fainted.

Sound

Choose either "STEREO" or "MONO."

Button Mode

You can choose a type of control from the following three types.

Normal Basic Control Type (see page 6).

START=X You can use the START Button instead of the X Button.

L=A You can use the L Button instead of the A Button.

Frame

Select a design to appear around the edges of different screens.

Exit

14 Press either the X or B Button to close the Menu Screen.

ABOUT BATTLES

There are two kinds of battles. One is when you fight against wild Pokémons, and the other is when you battle other Pokémon Trainers. When a battle starts, the Pokémons on the top left of your Party Pokémons will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points. However, if all your Pokémons faint, you will lose the battle, lose some of your money, and be returned to the last Pokémon Center you used.

Fighting Wild Pokémons

Pokémons live in places such as caves and grassy areas, so when you pass through such places, wild Pokémons may attack. When they do, you can use a Poké Ball (or another type of ball) to catch them.



Battling a Pokémon Trainer

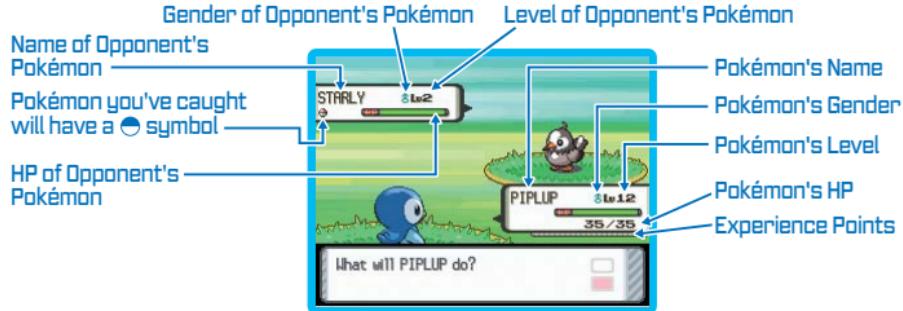
If you make eye contact with a Trainer, or walk in front of one, they will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money.

* You cannot capture an opponent's Pokémons.

During a battle against a Trainer, the number of Pokémons you each have will be indicated by a Poké Ball symbol.



④ The Battle Screen/Single Battle



HP Pokémon's health. When their HP reaches 0, the Pokémon faints and can't battle any more.

Experience Points Experience Points: Displays the Experience Points in the current level. When the gauge becomes full, the Pokémon's level goes up (see page 21).



Fight Display the Pokémon's Moves. Select one to attack.

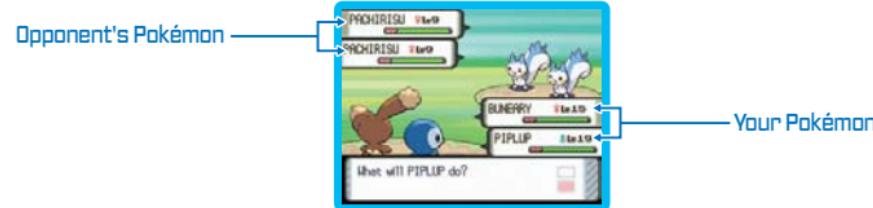
Bag Open your bag. Gain access to helpful items.

Run Escape from a battle. You cannot run from a battle against a Trainer.

Pokémon Switch Pokémon or look at a Pokémon's summary.

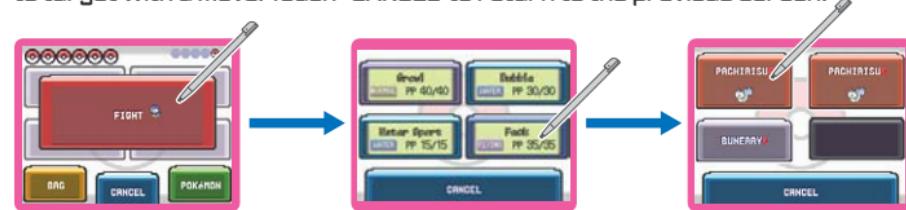
Poké Ball Watch for shaking Poké Balls as they contain Pokémon that are close to gaining a level.

④ The Battle Screen/Double Battle



④ Fight (use a Move)

Touch "FIGHT" or select "FIGHT" by using the Control Pad and pressing the A Button. Next, touch a Move or select one by using the Control Pad and pressing the A Button. While in a Double Battle, select which Pokémon you want to target with a Move. Touch "CANCEL" to return to the previous screen.



PP The Number of times a particular Move can be used. When PP reaches 0, the Pokémon can't use that Move anymore.

④ Bag (use an item)

Touch "BAG" or select it by using the \pm Control Pad and pressing the A Button. Then select an item category and choose an item from the list.



⑤ Pokémon (switch Pokémon)

Touch "POKéMON" or select "POKéMON" by using the \pm Control Pad and pressing the A Button. On the next screen, choose the Pokémon you want to switch, then confirm by selecting "SHIFT."

⑥ When Status is Affected

When you get hit by an opponent's attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Alternately, you can take it to a Pokémon Center where it will recover completely.

Poison Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished.

* When affected by Poison, the screen will shake and a sound will be heard.

Confuse If the Pokémon uses a Move during battle, there is a chance it may attack itself. The Pokémon will recover when it goes back to its Poké Ball.

Faint When its HP reaches 0, the Pokémon can no longer battle. There are some other status problems such as **Paralyze**, **Sleep**, **Frozen**, **Burn** and so on.



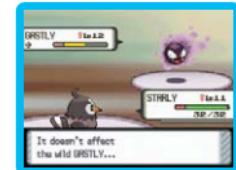
⑥ Tips for Fighting

① Use Physical Move and Special Move effectively

Pokémon moves are classified into types such as "Physical" and "Special." There are cases where "Physical" Moves are not effective on some Pokémon. In other cases, "Special" Moves are not effective against others. Try to pick a Move that will take away an opponent's advantage.

② Use a Pokémon's Type to Your Advantage

Various types of Pokémon (such as Electric, Grass, etc.) each have different advantages and disadvantages against other types. For example, Water-type Moves have the greatest effect on Fire-type Pokémon, while Ground-type Moves have no effect on Flying-type Pokémon. Use these qualities to your advantage to come up with an effective battle strategy.



③ Use Your Pokémon's Ability

The Ability that your Pokémon has affects it both during battles and in the field. There are various abilities and effects. When your Pokémon's status has a status problem, its Attack will increase, or the ratio of encountering wild Pokémon will rise, and so on. Use your Pokémon's Ability wisely to size up and battle against opponents.

④ About Double Battles

When a Double Battle starts, the Pokémon on the top left and the Pokémon on the top right of your Party Pokémon will appear (see page 11). In addition to Moves that attack one Pokémon, there are also Moves that attack two Pokémon at the same time! Try things like throwing two different types of Pokémon into a battle so that your Pokémon avoid getting hit in their weak spot. Also, beat an opponent's Pokémon one by one with converging attacks.

CATCHING POKÉMON

You can catch wild Pokémon with Poké Balls (see page 26). While in battle, touch "BAG" or select it by using the Control Pad and pressing the A Button, then select "POKÉ BALLS." Select a Poké Ball you want to use and throw it at the Pokémon to try to catch it. After you have caught the Pokémon, you can give it a nickname.

* If your Pokémon party is full with six Pokémon, the new Pokémon will transfer to Someone's PC.



Where to Find' Pokémon

Pokémon inhabit caves and areas with tall grass. If your Pokémon's HP is low, and you don't want to fight, avoid walking in those areas. Certain Pokémon only appear in the morning or in the late evening. Water-type Pokémon may appear when you are crossing a lake or ocean by using the HM Surf. You can also use a Fishing Rod by the water, or while crossing water, to catch some Pokémon. Press the A Button when "!" appears.



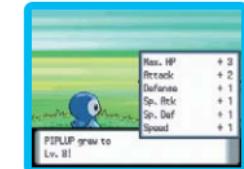
Tips for Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.

RAISING POKÉMON

Experience Points

When you win a battle, Experience Points are given to Pokémon who fought in the battle. When the Experience Point gauge completely fills, a Pokémon's level goes up. When a Pokémon gains a level, their stats get higher, and they might learn a new Move.



Tips on Raising Pokémon

Raising Low-Level Pokémon

Place the Pokémon you want to raise in the first slot of your Pokémon party. Immediately switch to another Pokémon as soon as you enter a battle. As long as you win the battle, even the Pokémon that didn't fight will receive a portion of the Experience Points. By repeating these steps, you can slowly but steadily increase the level of a weak Pokémon.

Traded Pokémon Grow Faster

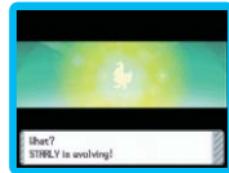
Pokémon you get from a trade receive a larger-than-normal amount of Experience Points when they win a battle. Try to trade with your friends a lot (see page 36). However, if a traded Pokémon is too high a level, it might not listen to you...unless you have the right Badges.

Leave Your Pokémon at a Day Care

During your adventure, you will find a Day Care that will raise your Pokémon for you. It takes a while to raise them, so wait a bit before you come back to check on them. You will also need to pay a fee when you pick your Pokémon up from the Day Care.

© Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its level increases, through the use of certain items, if it is traded, and so on.



© A Pokémon Egg

If you leave a couple of your Pokémon at the Day Care, you may return to find an Egg. Eggs will hatch if you keep them in your party long enough.



BUILDINGS IN TOWN

There are many different buildings and houses in the Sinnah region. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

© Pokémon Center (PC)

The people here will heal your injured Pokémon for free. You can also use the PC here. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

* Communication play can be done with your friends on 2F and B1F of a Pokémon Center (see page 36).



© Healing Your Pokémon

Give your Pokémon to the lady behind the counter to completely recover their HP and PP. Your Pokémon will also recover completely if they have fainted, are Poisoned, and so on.

© PC

By using a PC, you can store or withdraw your Pokémon you've caught.

* PCs can be found in other buildings besides a Pokémon Center.

Someone's PC

Store or withdraw Pokémon you've caught. You can store up to 30 Pokémon in each of the 18 boxes. You can carry up to six Pokémon in your party.

Your PC

You can store Mail here and set or edit Ball Capsule.

Ball Capsule

Ball Capsule lets you change the animation when a Pokémon is sent out from a Poké Ball. You can slide seals that you own to the Capsule. Once you've finished applying seals, assign the Capsule to your Pokémon and watch what happens!



- ① Seal Displays seals you own.
- ② Switch Scrolls the list of seals you own.
- ③ Check Button Review the animation of the Capsule you just designed.
- ④ CONFIRM Press this if you are OK with the design.
- ⑤ CANCEL Return to the previous screen.



Rowan's PC

Professor Rowan will rate your current Pokédex. He will give you an important message according to the number of Pokémons recorded.

© Poké Mart

Here, you can buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things. Also, the amount of Badges you have will affect what you can buy.



© Super Contest

The Pokémon Super Contest is held someplace in the Sinnoh region. This contest allows Pokémons to compete using their charms. There are five competition categories to choose from: Cool, Beauty, Cute, Smart, and Tough. Your Pokémons will compete through 3 types of Contest: Visual, Dance, and Acting. You can even compete against friends using Wireless Communication (see page 44). Giving your Pokémons a Poffin can improve their condition (see page 28).

Talk to a receptionist and select a rank. At first you can only compete in Normal Rank Contests. Once a Pokémon defeats a rank, it can challenge the next rank. You'll find the entrance for Contest practice on the right side of the room.



© Visual Competition

Dress your Pokémons with Accessories according to a given theme. Be aware of the time limit. Once you finish dressing your Pokémons, it is shown to the audience. The more hearts you receive from the audience, the higher the score you can get. A Pokémons condition and dress can also affect the score.



© Dance Competition

In a Dance Competition, one Pokémon becomes the main dancer and the remaining three are backup dancers. When your Pokémon is the backup dancer, try to duplicate the dance steps laid down by the main dancer. As the main dancer, your Pokémon can dance as it pleases. You can earn higher points if your Pokémon has a dance step that can't be imitated well.



© Acting Competition

Use Contest Moves to appeal to different judges. You must choose a Move, then choose a judge to appeal to. The Move you use and which judge you appeal to will affect Contest scoring. Try to use the right move at the right time for bonus points. Try not to have your Pokémons scored by the same judge as other Pokémons.



VARIOUS ITEMS

There are various kinds of items in the Sinnoh region. Items can be obtained by buying them at stores and finding them during your journey.

Items

Items that improve Pokémon stats, relate to Pokémon evolution, and so on are listed here.

Exp. Share Your Pokémon will receive Experience Points even if it didn't participate in the battle.

Repel Prevents weak wild Pokémon from attacking for up to 100 steps.

Escape Rope Used for escaping from places such as caves.

Medicine

These items heal Pokémon or cure Pokémon status problems.

Potion Restores Pokémon HP by 20.

Antidote Cures Poisoned Pokémon.

Ether Restores Pokémon PP by 10.

Poké Balls

These are necessary for catching Pokémon. Use the different Poké Balls creatively depending on the types of Pokémon you encounter.

Poké Ball Catches wild Pokémon.

Master Ball Catches wild Pokémon 100% of the time.

Dusk Ball Catches wild Pokémon easily at night or in dark places like caves.

TMs & HMs

Both Technical and Hidden Machines allow your Pokémon to learn new Moves.

Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémon will be able to learn different Moves.

• Moves can be used in the field

There are Moves that can be used both in battle and in the field. Note that HM Moves cannot be used in the field until you obtain certain Gym Badges. Be aware that HM Moves cannot be forgotten by learning new moves. However, it's rumored that there is a way to forget your Pokémon's HM Moves.

Hidden Moves

Cut Instantly cuts down trees that block the road.

Fly Instantly returns you to a town you've previously visited.

Surf Lets you move across water, such as the sea or rivers.

Strength Pushes heavy rocks.

Defog Clears deep fog.

Rock Smash Smashes rocks that block the road.

Waterfall Lets you climb up torrential waterfalls.

Rock Climb Lets you scale rocky walls.

Moves

Dig Lets you escape from places such as caves.

Teleport Instantly warps you to the last Pokémon Center visited.

* There are other Moves that can be used in battles and in the field.

• Berries

Pokémon holding a Berry can use it during a battle to restore itself or cure status problems. Berries are also used as ingredients in making Poffins (see page 28).

Oran Berry A Pokémon holding this Berry will use it during a battle to restore some HP.

Occa Berry A Pokémon holding this Berry lessens a super effective Fire-type attack against it.

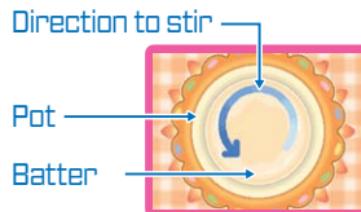
About Berries

On your journey in the Sinnoh region, you will find some places where fruit-bearing trees grow. A tree will disappear once you pick its Berries; however, it will grow back if you plant a Berry in the same spot! Besides being the raw material of Poffin, you can use Berries to cure Pokémons status problems, exchange them for accessories, and so on. Grow many Berries by using mulch before planting, or by watering the trees as they grow.



• Poffins

Poffins are sweets that increase the Condition of your Pokémons. The higher a Poffin's level is, the more you can increase a Pokémons Condition. If its Condition is high, a Pokémon will enjoy greater ratings in a Pokémons Contest (see page 24). You can make better Poffins if your friends help you (see page 45). You will need the Poffin Case, obtained during your journey, before you can start making Poffins.



How to make a Poffin

Touch the Touch Screen to stir the pot in the direction of the arrow. Stirring too fast at first will cause the batter to overflow. Later on, stirring too slow will cause the Poffin to burn. The fewer overflows and burns you have while creating a Poffin, the better it will be! Because each Pokémon has its favorite Poffin, try feeding various kinds of Poffins to your Pokémons.

Mail

Give Mail to your Pokémons to hold. Trade Pokémons holding Mail with friends to exchange letters.

Air Mail Stationery that features a colorful design and letters.



Battle Items

Items that can be used to give you the advantage in battle.

X Attack Raises the Attack stat of a Pokémon in battle.

Key Items

Important items for your adventure. Some can be obtained during your journey.

Pal Pad Check friends you battled or traded with (see page 49).

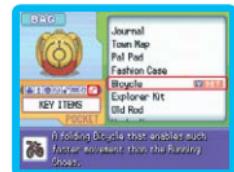
Town Map Map of Sinnoh region.

Fashion Case Keep Pokémons accessories.

Explorer Kit It provides access to the Underground (see page 43).

Register items

Some of your Key Items can be assigned to the Y Button. Once you have registered an item, simply press the Y Button while you are in the field. For example, if you register your Bicycle, you can ride it by just pressing the Y Button. You don't have to open the Menu Screen, so it's very convenient.



© Pokémon Watch (Pokéwatch)

The item worn on your wrist to help you during your travels. Displayed on the Touch Screen, the Pokéwatch has many useful functions. During your adventure, different people will add Pokéwatch apps to your Pokéwatch.

* You will obtain the Pokéwatch during your adventure.



The button to switch between the functions of the Pokéwatch

© Some apps of the Pokéwatch

Digital Watch ... Displays the current DS system time.

Calculator Calculates math such as addition, subtraction, multiplication, and division.

Memo Pad Lets you jot a simple note. What you write will disappear when you switch apps.

* Things you do on some apps will not be saved when you turn off the game.



MIGRATE POKÉMON FROM THE GBA

You can migrate Pokémon caught in the GBA Pokémon series (Pokémon Ruby, Sapphire, Emerald, FireRed, LeafGreen) to Pokémon Diamond. The imported Pokémon show up in the Pal Park. You will be able to catch them there.

* To migrate Pokémon, you'll need to have obtained the National Pokédex. You can do this by making sure you see all the Pokémon listed in the Sinnoh Pokédex.

© How to Migrate Your GBA Pokémons

1 Make sure that the Nintendo DS system is turned off. Insert the Pokémon Diamond Game Card into the Game Card slot on the back of the system and push until it clicks into place. Then insert a GBA Pokémon series Game Pak into the Game Pak slot of the DS system and push until it clicks into place.

2 When you turn the power on the Health and Safety Screen is displayed (shown to the right). After fully reading the information, touch the Touch Screen to continue.

3 Touch the Pokémon Diamond panel on the DS Menu Screen to start the game.

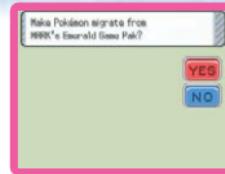
* If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.

4 Select "Migrate from [version name]" on the title screen.

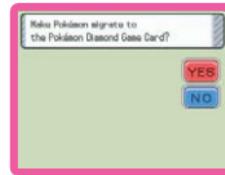
* Screen on the right shows when Pokémon Emerald version is used.



5 Touch "YES" when you are asked if you would like to migrate Pokémons from [your name]'s [version name] Game Pak.



6 Pokémons CANNOT be returned to the Game Boy Advance Game Pak. If you still would like to make Pokémons migrate to the Pokémon Diamond Game Card, touch "YES."



7 The Pokémons you can migrate will be displayed. Touch a Pokémon to select and touch again to deselect. You can only migrate 6 Pokémons a day (24 hours) per a Game Pak. The game will automatically proceed once you select 6 Pokémons to migrate.



8 Once you touch "YES," the Pokémons will migrate to Pokémon Diamond. Touch "NO" to cancel if you decide not to migrate. After you chose "YES," restart the game and visit the Pal Park to see the Pokémons you migrated.

* Pokémons that are holding Mail or have learned an HM cannot migrate.

* The Pokémons migrated will disappear from their original GBA Pokémons series Game Pak. Please be careful. Once migrated, a Pokémon will never be able to go back to their original GBA Pokémons series Game Pak.



Catch Pokémons Migrated to the Pal Park

The Pal Park has a competition to see how quickly you can catch 6 Pokémons. You are given 6 Park Balls upon entering the competition.



Pokémons migrated will appear in the Pal Park. Throw your Poké Balls to catch 6 Pokémons.

How well you score depends on how long it takes you to catch all 6 Pokémons.

* New Pokémons cannot be migrated until you finish catching the 6 Pokémons already in the Pal Park.



GYM LEADERS AND BADGES

There is a Leader in every PokéMon Gym. Every Leader is a tough, specialized Trainer. For example, one Leader may be an expert with Rock-type PokéMon, while another strikes with Electric-type attacks. However, if you are able to beat a Gym Leader, you'll receive an official PokéMon League Badge as evidence of your impressive victory. Wearing these badges allows you to use HMs which previously could not be used in the field, even if your PokéMon had learned them.

*In order for your PokéMon to use an HM, you must first obtain the actual HM and then teach it to your PokéMon.

The number of Badges you obtain decides what level of traded PokéMon will follow your orders.

0 up to Lv. 10 2 up to Lv. 30 4 up to Lv. 50
6 up to Lv. 70 8 any Level



Oreburgh City Gym / Roark Coal Badge

Allows you to use Rock Smash, even when outside of battle



Eterna City Gym / Gardenia Forest Badge

Allows you to use Cut, even when outside of battle



Veilstone City Gym / Maylene Cobble Badge

Allows you to use Fly, even when outside of battle



Pastoria City Gym / Wake Fen Badge

Allows you to use Defog, even when outside of battle



Hearthome City Gym / Fantina Relic Badge

Allows you to use Surf, even when outside of battle



Canalave City Gym / Byron Mine Badge

Allows you to use Strength, even when outside of battle



Snowpoint City Gym / Candice Icicle Badge

Allows you to use Rock Climb, even when outside of battle



Sunyshore City Gym / Volkner Beacon Badge

Allows you to use Waterfall, even when outside of battle

COMMUNICATION

You can connect to DS systems close by using Wireless Communication. You can also connect to a person who lives faraway using Nintendo Wi-Fi Connection (WFC). Please check the following pages for more information.

Wireless Communication (with local DS systems)

• Pokémon Wireless Club Union Room (Pokémon Center 2F)

Greet Pg. 37 Draw Pg. 37 Battle (Lv. 30 or lower) Pg. 38
Trade Pg. 38 Record Pg. 39 Chat Pg. 40

• Pokémon Communication Club Colosseum (Pokémon Center 2F)

2 Player Battle Pg. 41 4 Player Battle Pg. 42

• Underground (below the surface)

Traps, Secret Base, Getting Flags, Digging Fossils Pg. 43, 44

• Super Contest Pg. 44 • Making a Poffin Pg. 45

Nintendo Wi-Fi Connection (over the Internet)

• Pokémon Wi-Fi Club (Pokémon Center B1F)

Pal Pad Pg. 49 Battle, Trade, Voice Chat with a friend Pg. 50

• Global Trade Station (Jubilife City)

Deposit Pokémon ... Pg. 53 Seek Pokémon ... Pg. 54 Geonet Pg. 55

Battle Tower (DS Wireless Communication / Nintendo Wi-Fi Connection)

• Multi Battle Room Pg. 56 • Wi-Fi Battle Room Pg. 57

Wireless Communication

On the second floor of Pokémon Center, You'll find the Union Room counter, Colosseum counter, and Trainer Sign reception [where you can sign on the backside of your Trainer Card].



Pokémon Wireless Club Union Room

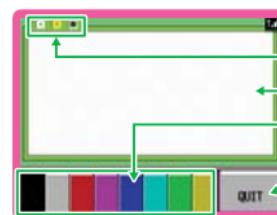
The Union Room is a room where people can gather to enjoy battles, trade Pokémon, and chat with each other. You need to check in at the Union Room counter and save your game before entering. Upon entering the room, press the A Button while facing someone to speak to that person. There are various Features you can enjoy in the Union Room. You can also enjoy Chat as well.



* If you trade Pokémon, the player you trade Pokémon with will be automatically added to your Pal Pad (see page 49).

Greet Show your Trainer Card to each other. Press the B Button to end.

Draw Draw a picture with up to five friends. The people participating will be displayed on the Top Screen.



Pen Choose from three kinds of pens.
Canvas Draw here.
Color change Touch to change colors.
Quit Quit drawing.

Battle

Choose two Pokémon that are Lv. 30 or under. After choosing your Pokémon, select "CONFIRM" to start the battle.



* You need at least two or more Pokémon that are Level 30 or below in your party in order to participate in a Union Room battle.

Trade

Trade Pokémon with your friends. Talk to other players to offer to trade Pokémon. Also, you can receive offers from other players to trade Pokémon. When players agree to trade, the screen on the right will be displayed.

Select a Pokémon you want to offer for trade using the \pm Control Pad. By checking "SUMMARY," detailed information about the selected Pokémon will be displayed. Select "TRADE" when you have decided which Pokémon to trade.

Once you and the other player have selected Pokémon to offer for a trade, select "YES" and press the A Button to complete the trade.

* Pokémon that evolve by being traded will evolve at this time.



Choose "Quit" after trading to return to the Union Room.

* Pokémon are saved once the trade has been completed.

Give a Pokémon an item to hold before trading it!

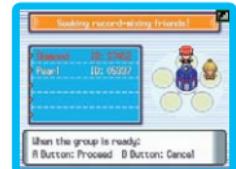
You can give an item to your Pokémon to hold before trading. By doing this, you are essentially trading items using Pokémon. You can give rare or useful items to your friend this way. Also, if they hold Mail with a message, you can exchange letters. Remember that certain Pokémon will evolve by trading items this way.



Mix Records [up to 5 players]

You can exchange your own various records with up to four friends. Once your records are mixed with those of your friends, the records of those friends have a chance to be broadcast on TV in the game.

To mix records, talk to the person you would like to mix your records with. You can also accept offers to mix records with other players. Once each player is ready to mix, the screen on the right will be displayed.



Other players can also take part in record mixing if they are in the Union Room. The player listed at the top of the list needs to press the A Button after all players participating in record mixing have entered. After mixing is completed, all players return to the Union Room.



Chat [everyone in the Union Room]

You can send messages to the people who are in the Union Room. Press the X Button to bring up the Union Room menu and select "CHAT" listed at the top. Create a message by selecting a word for each text box. When **◀▶** is displayed, you can switch the sentence by pressing left and right on the **Control Pad**.



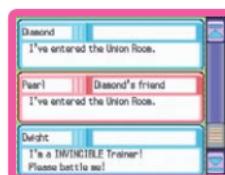
Words that can be entered in the text box are categorized by topic groups. Select a text box by using the **Control Pad** and pressing the A Button. Next, choose a topic group. When you choose a group by pressing the A Button, you'll find words related to that group. Touch the Touch Screen to switch the list between the following two modes.



Group Mode Search for a word based on the topic groups.

ABC Mode Search for a word in alphabetical order.

When you send a message, it will be displayed on the Touch Screen of everyone in the Union Room.



Quiting Union Room

Step onto the yellow circle to exit the Union Room.

Pokémon Communication Club Colosseum [2 or 4 Players]

Two or four players can do battle here. First choose a type of battle, then select a Cup. Different Cups set rules for which Pokémons can participate in the battle. You can use any Pokémons if you select "NO RESTRICTIONS".

2 Player Battle

Single Battle Use one Pokémons each for the battle.

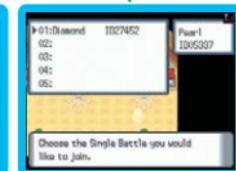
Double Battle Use two Pokémons each for the battle.

Mix Battle Choose three Pokémons. Each Trainer chooses one of the opponent's Pokémons, mixes them with their party, and then battles the other Trainer.

① Decide who will "BECOME LEADER" after saving the game. The other player will need to select "JOIN GROUP."



② The player who selected "JOIN GROUP" needs to select the leader from the name list. The names and ID numbers of the participants will be displayed on the leader's screen. Select "YES" or "NO" to confirm the participants.



③ A battle will begin after each player steps on the correct spots located on the right and left side of the room. When you play a Mix Battle, the battle will start after choosing a Pokémons to switch. To quit a battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.



* You are given the option to register the player you battled on your Pal Pad after battling [see page 49].

4 Player Battle

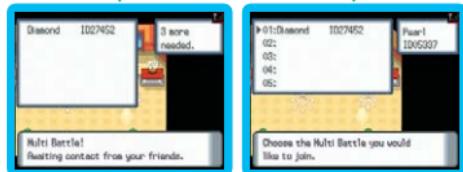
Multi Battle Four players will be split into two teams. Each player uses one Pokémon.

* You cannot enter the Colosseum without each player having three or more Pokémon in their party.

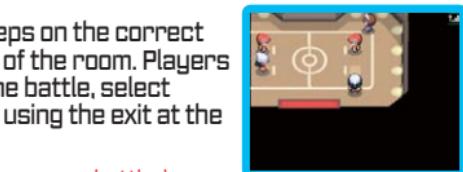
1 Decide who will "BECOME LEADER" after saving the game. The other players will need to select "JOIN GROUP."



2 The players who selected "JOIN GROUP" need to select the leader from the name list. The names and ID numbers of all participants will be displayed on the leader's screen. Select "YES" or "NO" to confirm the participants.



3 A battle will begin after each player steps on the correct spots located on the right and left side of the room. Players on the same side will team up. To quit the battle, select "RUN." You can leave the Colosseum by using the exit at the bottom of the room.



* You are given the option to register the players you battled on your Pal Pad after battling (see page 49).

Underground (up to 8 players)

Using DS Wireless Communication, you can play in the Underground with friends. This is a broad tunnel complex spread underneath the entire Sinnoh region. You will need the Explorer Kit, obtained during your journey, before you can gain access to the Underground.



Radar
Red Dot: You
Red Square: Your Secret Base



Menu

Traps Place a Trap. You can also create a Secret Base using the Digger Drill.

Spheres Spheres you have found are stored here. If you bury them, they will grow.

Goods Items used to decorate your Secret Base are stored here.

Treasures Treasure you have found is stored here.

Your Name Check your records for the Underground.

Go up Return to above ground.

Trap

Select Traps in the menu, then select which Trap to use. Press the A Button to place the Trap. When someone steps on a Trap, they will suffer various effects depending on which Trap you place. You can also rescue someone from a Trap by talking to them.



Secret Base

You can create your own Secret Base wherever you like. All you have to do is use Digger Drill while facing a wall. You can decorate your Secret Base with goods you have collected by using the PC inside the Secret Base.



Capturing Flags

Every player has a flag stationed at their Secret Base. When you find the Secret Base of a friend, capture their flag and return it to your own base. Capturing other players' flags increases the rank of your own flag. Higher ranked flags let you move boulders in your own Secret Base giving you more room to decorate. Locate a friend's Secret Base by setting traps.



Digging for Buried Treasure

Throughout the Underground are items buried within the walls. Watch the Radar for yellow dots. These are places where objects can be found. Once close to the yellow Radar dots, touch the Touch Screen to ping the exact location of the treasure. Stand next to the wall where a dot was seen and press the A Button to start digging. Obtain Spheres and Treasure by using the Sledgehammer and Pickax before the Rock wall collapses.



Super Contest [2 - 4 players]

You can participate in the Contest with your friends [see page 24]. First, speak to the receptionist on the far left end of the room. Then, decide which category and which Pokémons you would like to compete with. Decide on who will become the leader; then have everyone else choose "JOIN GROUP." The contest begins when all the players are ready.



Making Poffins [up to 4 players]

Make Poffin with your friends [see page 28]. Speak to the lady at The Poffin House near the Contest Hall. Then, choose "IN A GROUP" when the screen on the right is displayed. Decide on who will become the leader; then have everyone else choose "JOIN GROUP." The Poffin making begins when all the players are ready.



Communication Error

In some cases, there is a chance an error, such as the screen on the right, might occur during communication. In such cases, press the A Button to return to the last place you saved.



Establishing the DS Wireless Link [DS Wireless Play]

This section explains how to establish your DS wireless link for DS Wireless Play.

What You Will Need to Play the Pokémon Diamond Version:

Nintendo DS or Nintendo DS Lite System One for each player
Pokémon Diamond Version Game Card One for each player
or Pokémon Pearl Version Game Card One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a Pokémon Diamond Version or Pearl Version Game Card into each system.
2. Turn all DS systems on. The DS Menu Screen will be displayed.
3. Touch the "Pokémon Diamond" or "Pokémon Pearl."
4. Follow the instructions on page 37.

• **Nintendo Wi-Fi Connection**

Using Nintendo Wi-Fi Connection (WFC), Pokémon Diamond will enable you to connect with a friend and play over the Internet.

There are three types of Nintendo Wi-Fi Connection.

- **Play a battle, trade or voice chat with friends who you have registered to your Pal Pad [see page 49].**
- **Trade your Pokémon with other Trainers at the Global Trade Station [see page 52].**
- **Battle with other Trainers in the Wi-Fi Battle Room [see page 56].**



Nintendo Wi-Fi Connection is an online game play system provided by Nintendo for people to connect and play games worldwide. You can use compatible hotspots all over the world or your own wireless LAN connection.

Nintendo Wi-Fi Connection allows multiple Pokémon Diamond Version owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals if you need directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL Internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected Internet hotspots without additional setup.
- See the Terms of Use Agreement (pages 58-61) which governs Nintendo Wi-Fi Connection game play and is also available online at www.nintendowifi.com/terms.

* The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

* To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available Internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Setting Up Nintendo Wi-Fi Connection

1 You will need to establish a wireless Internet connection to use Nintendo Wi-Fi Connection. From the Start Menu, select "NINTENDO WFC SETTINGS" to access the Nintendo Wi-Fi Connection configuration. Please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals if you need directions on setting up your Nintendo DS.

* Note: If you change the combination of your DS system and "Pokémon Diamond," you need to do the setup again to connect. The registration on the Pal Pad will be also deleted (see page 49).



2 Start and continue your game. Visit either the Pokémon Wi-Fi Club at B1F of a Pokémon Center, the Global Trade Station, or the Battle Tower to obtain your own Friend Code.

* Without a Friend Code, you cannot connect to Nintendo Wi-Fi Connection.



When you cannot connect

If you are unable to connect to Nintendo Wi-Fi Connection, you will see an error code and message. If this happens, please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals.



Pokémon Center (B1F)

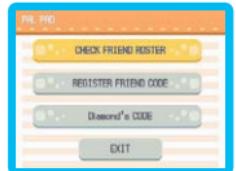
Using Nintendo Wi-Fi connection you can play a battle, trade, or voice chat with friends whose Friend Codes you have registered on your Pal Pad (see page 50).



Pal Pad

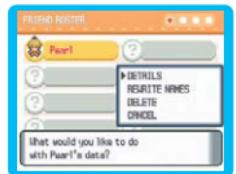
You can register the player who you battled or traded with using Wireless Communication (see page 37, 41). You can also manually enter the Friend Codes of your friends.

* You will not exchange Friend Codes after an Union Room battle.



Check Friend Roster

Check Friend Codes that you have registered. There are also details about your interactions with your friends. You can also rewrite or delete the Friend Code names. Up to 32 Friend Codes can be registered on the Pal Pad.



Register a Friend Code

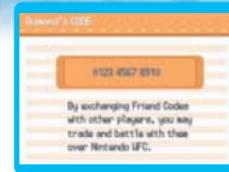
To register a Friend Code your friend has given you, enter the friend's name first, then enter their 12 digit Friend Code.



Your Friend Code

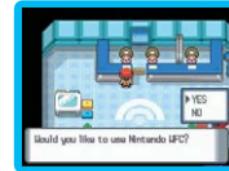
Check your own Friend Code.

* To receive your Friend Code, you must connect to Nintendo Wi-Fi Connection.

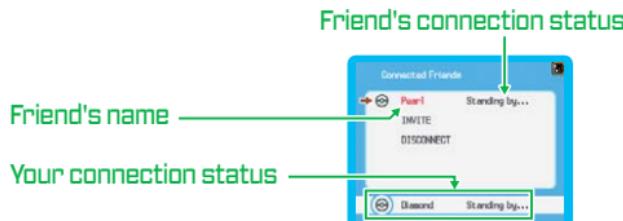
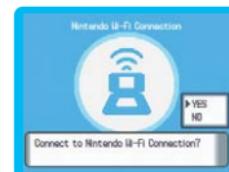


Battle, Trade, Voice Chat

Talk to the receptionist at the middle or leftside of the counter at PokéMon Center (B1F).



Choose "YES" on the screen to the right. Once connected, you will see the Connected Friends screen.



There are the following type of statuses:

.... Recruiting Battle

.... Recruiting Trade

.... Battling

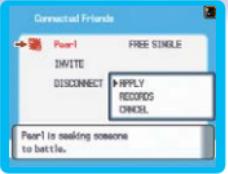
.... Trading

.... In Voice Chat

.... Standing By

.... Voice Chat OFF

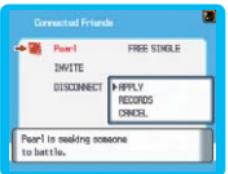
Press the A Button after selecting a Friend. The "Connected Friends" menu will be displayed.



Apply [to a friend who is inviting battle or trade]

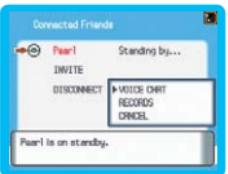
When a friend is inviting a battle or trade, "APPLY" is displayed instead of "VOICE CHAT." Press the A Button to confirm that you would like to battle or trade with that friend.

- * You can only select "RECORDS" or "CANCEL" for friends who are currently battling or trading.
- * You can voice chat even during a battle or trade.
- * Press the X Button to switch the voice chat feature ON or OFF.
- * Turn the DS system's volume down if you hear static.



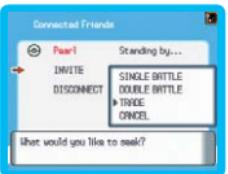
Voice Chat [to a friend who is standing by]

When you select a friend who is on stand by, "VOICE CHAT" will let you have a conversation with that player using the microphone. Select it to start a voice chat session. Press the A Button if you would like to end the voice chat session.



Invite

When you choose "INVITE," you will open an invitation for friends to join you in a battle or trade. You can see your list of friends even if you are inviting. Press the A Button if you would like to suspend your invitation.



Records

You can check the records of battles you have had with a friend. Press the A or B Button to return to the Connected Friends screen.



Global Trade Station (GTS)

You can trade Pokémons with Trainers all over the world using Nintendo Wi-Fi Connection and the Global Trade Station located in Jubilife City.

* You do not need to register Friend Codes to use the GTS.

Reception

Geonet



Talk to the receptionist to access the GTS and save the game. Select "TRADE" when the screen below is displayed.



Deposit Pokémon

1 Deposit Pokémons you would like to offer for trade. The Pokémons will be traded if there is someone who accepts your conditions. Choose this option to start the GTS trading process.

* Pokémons successfully traded through the GTS will not return.



2 Choose a Pokémons you would like to offer for trade from your party or a box. Use the \triangle Control Pad to move the cursor. Use $\leftarrow\rightarrow$ to scroll through boxes.

* Only one Pokémon can be deposited at a time. Take back Pokémons if you would like to offer different Pokémons for trade.



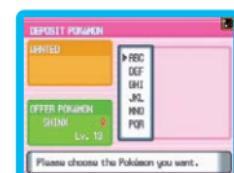
3 Select a Pokémons you would like to receive for the Pokémons you have deposited. Enter in the criteria you want for the Pokémons you would like: gender, level, and what kind of Pokémons. Once deposited, you are done for now. When someone accepts your conditions, you will know your Pokémons was traded the next time you connect to GTS.

* Only Pokémons that are already recorded in your Pokédex can be entered as conditions for a GTS trade.

* It is OK to turn the DS system off once you finish depositing a Pokémons.

* There is a chance a Pokémons might disappear if you don't connect to the GTS for a long time. Be sure to check your deposited Pokémons's status once in a while.

* "SUMMARY" is displayed in the menu when a trade has not been made for your deposited Pokémons. Choose "TAKE BACK" if you want to bring back the Pokémons.



Seek Pokémons

You can search for Pokémons you want from the Pokémons registered by people. Normally, only three Pokémons are found per search regardless of how many Pokémons are registered by people. However, the number of Pokémons you can look for increases a couple of days after a successful trade, and also after you offer a Pokémons for trade. Enter the conditions of a Pokémons you want to seek.

* Only Pokémons that are already recorded in your Pokédex can be entered as conditions for a GTS search.

Enter the search criteria and select "SEARCH" to find a Pokémons that meets your conditions. If no Pokémons meet your conditions, "None were found" will be shown. If you find a Pokémons, touch the Trainer to check their conditions for trading Pokémons, which is displayed on the Top Screen.

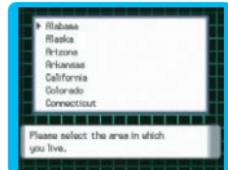


If you have Pokémons that can meet the condition, you can trade them. If you do not want to trade, press the B Button to cancel the trade.



Geonet

You can check the location of all the friends you have met around the world.



Register

Use this to register the location of where you live. Choose a location with the \triangle Control Pad and press the A Button to confirm.

* You cannot change locations once it is registered.

The information of the Trainers you have linked with is registered in the Geonet. To display registered locations, line up the cursor and press the X Button.



⑤ Battle Tower (DS Wireless Communication / Nintendo Wi-Fi Connection)

You can visit the Battle Tower after you enter the Hall of Fame. If you win a battle at the Battle Tower, BP (Battle Points) will be given to you. Once you have obtained enough BP, you can exchange it for various items. You can enjoy battles with your friends using Wireless Communication or Nintendo WFC.



⑥ Multi Battle Room (team up with a friend using DS Wireless Communication)

Cooperating with a friend who is in the Battle Tower, each Trainer needs to bring two Pokémons to the battle.

① Choose "CHALLENGE" at the reception, then select "YES" on the screen to the right.

* Select "NO" when you do not want to challenge with your friend.

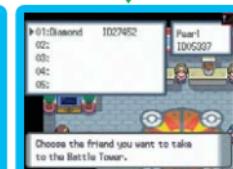
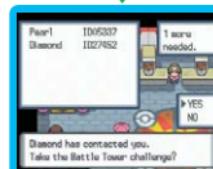


② Next, select your Pokémons and save the game, then someone will need to choose "BECOME LEADER" while the other player chooses "JOIN GROUP."

* Pokémons and certain Pokémons cannot participate in the battle.



③ Press the A Button to confirm that you are ready, and the battle begins.

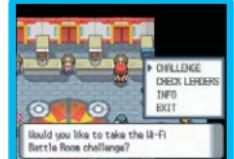


⑥ Wi-Fi Battle Room

The place to conduct battles using Nintendo Wi-Fi connection. In Wi-Fi battles, you will be battling Trainers from around the world. In each Battle Room, seven Trainers await your challenge. If you manage to beat all seven, you will earn BP. If you keep winning, you can become the Battle Room leader!

① Select "CHALLENGE" at the reception and choose three Pokémons you want to use.

* Pokémons and certain Pokémons cannot participate in the battle.



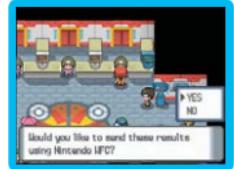
② Connect to Nintendo Wi-Fi Connection. Select a room to challenge and then choose "YES" on the screen to the right. You will then start your Battle Room challenge against Trainers you have downloaded.



③ After the battle, you will be asked if you want to send your results to Nintendo Wi-Fi Connection. Choose "YES." If you choose "NO," your results are not sent. If you send your results, they are used as Trainer data for when other Trainers make a challenge to a Battle Room.



* You can do Single and Double Battles without accessing Nintendo WFC at the center receptionist in the Battle Tower.



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